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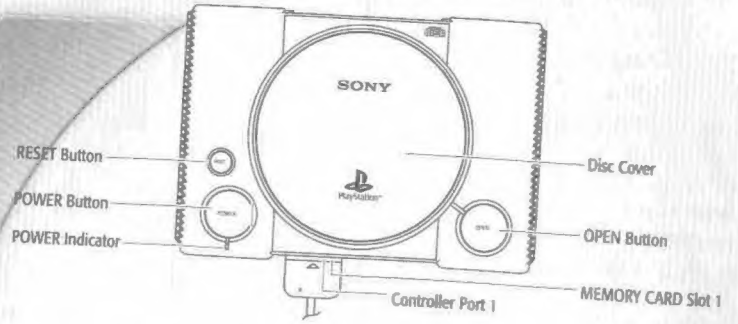
STARTING THE GAME



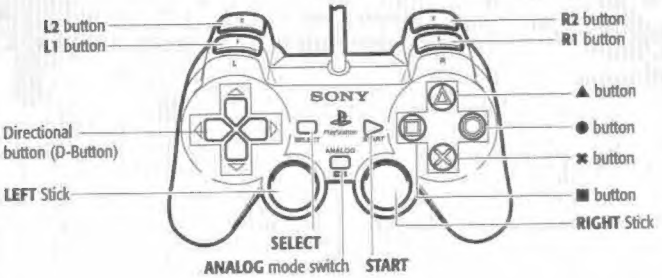
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Madden NFL™ 2001* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

NOTE: When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. After the introductory screen, press **START** to advance to the Main menu. ➢ *Main Menu* on p. 8.

COMMAND REFERENCE

DUALSHOCK™ analog controller



MENU CONTROLS

Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔
Select/Go to next screen	✖/START
Cancel/Return to previous screen	▲
Help menu	■

FOR MORE INFO about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

BASIC CONTROLS

Learn these basic controls to get "in the game."

GAME CONTROLS

PLAY SELECTION	
Cycle **sets** and **formations**	D-Button
Select sets and **formations**	✖
Select play	D-Button ↕ and then ■, ✖, or ●
KICKING	
Start kick meter/**Kick** the ball	✖
OFFENSE	
Snap the ball	✖
Passing:	
Highlight receivers	✖
Throw the ball	✖, ■, ●, **L1**, or **R1**
Running the ball	D-Button
DEFENSE	
Switch players	✖
Power **tackle**	●

NOTE: In addition to these basic moves, *Madden NFL 2001* includes many other moves that can help you win any game. To check out the more advanced controls, ➢ *Complete Controls* on p. 5.

COMPLETE CONTROLS

Once you've mastered the basic controls and have a feel for the game, learn these advanced moves and dominate the competition.

GENERAL GAMEPLAY	
Pause game	**START**
Call **timeout**	**SELECT**
Instant **replay** (after play)	**L2**
PLAYCALLING	
Cycle **sets** and **formations**	D-Button
Select set and **formation**	✖
Select play	D-Button ↕ and then ■, ✖, or ●
Flip play	**R1**
Previous formation/set	▲
OFFENSE (Before the Snap)	
View receivers to the left/right	**L1/R1**
Fake the snap	●
Call an **audible**	■ and then ■, ✖, ●, **L1**, **L2**, or **R1**
Cancel an **audible** at line of scrimmage	■ and then ▲
Move **receiver in motion** (when available)	D-Button ↔
QB **crowd control**	**R2**
Flip play at line of scrimmage	■ then **R2**
Snap the ball	✖

To call a Hot Route:

1. At the line of scrimmage, press ▲ then press the button for the receiver whose route you want to change.
2. After the receiver is selected, press D-Button ↑ to send him on a fly pattern, D-Button ↓, for a curl pattern, or D-Button ↔ to run an in/out pattern.

RUNNING	
Speed burst/Head down	✖
Dive/QB slide	■
Jump/Hurdle	▲

Spin	●
Stiff arm	R2
Juke left/right	L1/R1
Lateral the ball	L2

PASSING

View **available receivers**	✖ (after the snap)
Pass to the receiver with corresponding control symbol	✖, ■, ●, L1, or R1
Throw ball away	L2 + ▲
Route-based passing	L2 + receiver symbol
Pump fake (available once)	R2 + button symbol of eligible receiver
Bring up/down **passing icons** for QB scramble	▲
No huddle	✖
Stop the clock	●

EA TIP: To break a wrap tackle, press ✖. The more times you hit the button, the better chance you have to break the tackle.

RECEIVING

Take **control of receiver**	✖ (while ball is airborne)
Dive for pass	■
Jump for pass	▲

EA TIP: To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a lob pass, tap the button.

DEFENSE (Before the Snap)

Cycle defenders	✖ or ●
Reposition player	D-Button
Defensive **line shift**	L1
Secondary shift for bump and run and loose coverage	R1
Call an **audible**	■ then ■, ✖, ●, L1, L2, or R1
Read N React **pass prevent**	▲ + D-Button ↑
Read N React **stop run**	▲ + D-Button ↓
Crowd control	R2

DEFENSE (After the Snap)

Control player nearest to the ball	✖
Dive	■
Power tackle/Speed burst	●
Jump	▲
Power/Swim move (defensive line)	R1
Swat ball	L1
Spin move	R2
Strip ball	L2

KICKING GAME

Kickoff/Field goals	✖ then ✖, ●, or ▲
Punts	✖ then ✖
Direction of kick	D-Button ↔
Call an **audible**	■ and then ✖, ■, or ●

To kickoff:

1. Press ✖ to put the kicker in motion.
2. Then press ✖ for a normal kick, ● for a squib kick, or ▲ for a high kick. When kicking a field goal, ● delivers a low trajectory kick and ▲ a high one.

EA TIP: Low trajectory field goal kicks are easier to block, but go further; high trajectory kicks are harder to block, but travel a shorter distance.

KICKOFF/PUNT RETURNING

Control return man	D-Button
Switch players	✖
Fair catch/Kneel (you must have control of the return man)	▲

PLAYER CONTROLLED CELEBRATIONS

Score on your opponent then rub it in his face with a post-touchdown celebration. To perform a celebration, hold down one of these button combinations as soon as you cross the goal line.

Hip Thrust	L1 + ■	Spike the Ball	L1 + ✖
Jump Spike	L1 + ●	Pray	L1 + ▲
Shoulder Shake	L1 + R1	Dunk Over The Goal Post	L1 + R2

SETTING UP THE GAME

From the Main menu pick your game mode and set up your options.

MAIN MENU

From the Main menu, choose the type of game you want to play and access a variety of options.

GAME MODE: Play an Exhibition game or a Tournament, create a Season, operate a Franchise, set up a custom league, run a Practice, or power through a 2 Minute Drill (▷ *Game Modes* on p. 11)

NFL RECORD BOOK: View individual, team, coaching, and 2 Minute Drill records (▷ *NFL Record Book* on p. 18)

SETTINGS: Adjust controller settings, customize AI, set sound options, and more (▷ Settings on p. 19)

CUSTOM OPTIONS: Create plays, edit playbooks, settings and substitutions (▷ *Custom Options* on p. 18)

MADDEN CARDS: Check out your challenge status, view and trade cards (▷ *Madden Cards* on p. 16)

MEMORY CARD: Save and Load games (▷ Saving and Loading on p. 19)

STARTING AN EXHIBITION GAME

Get your favorite team on the field and get ready to crush the competition.

To Start an Exhibition game:

1. From the Main menu, select Exhibition and press ✖. The Team Select screen appears.
2. Select the Home and Away teams and press **START**. The Controller Select screen appears.
   - ◇ **R1/L1** randomly selects a "current" home (**R1**) and away (**L1**) team, and **R2/L2** randomly selects a "historic/fantasy" home (**R2**) and away (**L2**) team.
3. To select a team to control, D-Button ↔ and position the controller icon next to your desired team. Press **START** to begin the game.

   ▷ To access User Options, press ✖ at the Controller Select screen.

- ◇ Up to eight players can play *Madden NFL 2001* using two Multi-Taps. A different colored icon appears for each connected controller.

ON THE FIELD

To win it all, you must pick the right plays, make the big tackles, and sub in the right players at the right time.

PLAYCALLING

Selecting the right play is essential in developing a strong game strategy.

PLAYCALLING TIPS

- ◇ After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.
- ◇ To call a play from the header below the selection window, press **L2** + ■, ✖, or ●. Use this strategy to fake out a competitor who is sneaking a peek at your selected play.
- ◇ Running plays are identified by dark blue headers, and passing plays are identified by light blue headers.

GAME SCREEN

Time left in quarter

Down and yardage to first down

Player identifier/ controlled player

Time left on play clock

▷ If your controlled player is off-screen, an arrow the same color as your control star points toward him from the edge of the screen. Control Pad in the opposite direction of the arrow to view the player.

PAUSE MENU

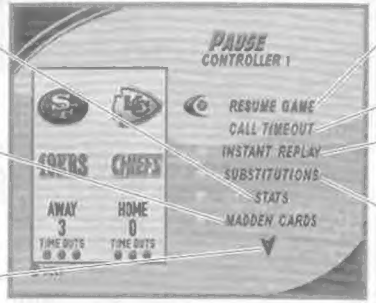
View game information in a variety of categories and re-adjust the game settings and options.

➥ During the game, press **START** to reach the Pause menu.

STATS: Check out Game or Individual stats, view user records, injury report, drive, and scoring summaries

MADDEN CARDS: Earn, trade, and risk Madden Cards to gain new features from Historic Players to Stadiums to Cheats

MORE OPTIONS: Scroll down to access more



RESUME GAME: Continue the current game

CALL TIMEOUT

INSTANT REPLAY: View the action from the last play

SUBSTITUTIONS: The computer subs automatically unless you choose otherwise

The rest of the Pause menu options are self-explanatory, except for those explained below.

SUBSTITUTIONS: To control your own subs or re-arrange the depth chart, press ✖ and choose from the following options:

DEPTH CHART: Re-arrange the depth chart for all positions.

➥ Press **R2/L2** to toggle player positions.

➥ To reorder the depth chart, scroll through the available players.

➥ To sub out a highlighted player, press ✖. From the reserves list, press ✖ again to sub in the selected player.

OFFENSIVE/DEFENSIVE FORMATION: Select individual players assigned to each formation.

➥ To cycle through the various formations/sets, press **R1/L1**.

➥ To cycle through player positions, press **R2/L2**.

➥ To sub in the highlighted player from the "Sub In" List, press ✖.

CONTROLLER SELECT: Change the team you want to control. This can't be done when Madden Challenge is turned on.

GAME MODES

When you're ready for more Madden, test yourself with these deeper game modes: Season, Franchise, and Custom League. Or see ➢ *Other Game Modes* on p. 14 for more options.

SEASON

Test your team's endurance in a 16-game NFL season and battle it out to a Super Bowl championship.

SEASON SETUP MENU

The Setup menu options are for the most part self-explanatory with the exception of Modified Divisions, explained below.

MOD. DIVISIONS: Re-align the six NFL divisions and play a Custom Season.

NEW SEASON

➥ To begin a new season, select SEASON from the Main menu. After selecting New from the Setup box, adjust pre-game settings and press ✖ for the Team Select screen.

Team Select Screen

Place a check mark in the box of the team(s) that you would like to control during the season by pressing ✖. When finished, press **START** to advance to the Season screen.

Play Week Menu

GAME PLAN: Set your game plan to choose your desired style of play before each game. Press **R1** at the Play Week screen to bring up the Game Plan menu. This option is for simulation purposes only.

➥ To spawn a game to your Memory Card, highlight the game and press ●.

✧ When you spawn a game from within a Season, Custom League or Franchise that game can then be played separately and the results merged back in to the original Season, League or Franchise.
➢ *Spawning a Game* on p. 20 for more information.

FRANCHISE

Manage your own NFL franchise for up to 30 seasons. You are responsible for all aspects of the franchise. If you win, you make the big bucks. Lose and you'll be lucky to get a job on another team.

PLAYING A FRANCHISE GAME

➥ To begin a Franchise game, select Franchise from the Main menu.

To add a new coach:

1. Press ✖ to create a new coach, then press **START** to accept.
2. Move the cursor to NEW and press ✖.
3. After you name the new coach, press **START** to assign the coach to a team.

➥ To begin the season, press **START** to advance to the Play Week menu.

POST-SEASON MANAGEMENT

After the celebration (or crying) is over, it's time to look to the future. You control the moves for your team, and the computer handles the other teams. You can re-sign, trade, and draft players and sign free agents.

EA TIP: Edit your coach profile to handle your off-season tasks at the Franchise Coach Setup menu. You can do this at initial setup, during the season, or post season.

Post-Season Options Menu

➥ To begin post-season transactions, press **START**. The Franchise Options menu appears.

PLAYER PROGRESSION: Compare a player's attributes from season to season.

RE-SIGN PLAYERS: Negotiate contracts with players from your own team.

➥ To begin contract negotiations, highlight an unsigned player and press ✖. Offer a salary and press ✖ to submit the offer sheet. The player either accepts or declines the offer.

TRADING BLOCK: Put players from your team on the market to see what other teams will offer you, based on your team needs.

CREATE-A-PLAYER: Create a custom player and assign him to a team, or add him to the free agent list.

FREE AGENT SIGNING: Before the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap (➥ *To Bid on a Player* on p. 13).

START NFL DRAFT: Begin the seven-round rookie draft. Each team selects one player per round. If you simulate the draft at any time, your team loses its remaining picks.

You may be able to select more than one player per round if you have traded players for draft picks.

➥ To select a player, press ✖. To simulate the draft at any time, press **START**.

DRAFT PICK SIGNING: After the draft, you must sign your draft picks to your roster.

PRE SEASON: Choose your teams to play a four game schedule.

DEPTH CHART: Allows for modification of the roster before the pre season.

NOTE: In the Pre Season all rookies, second and third string players are starters on the depth chart. This allows for the backups to gain some real playing experience.

PRE SEASON PROGRESSION: Compare a player's attributes after the pre-season is completed.

To bid on a player:

1. Press ✖ to switch to the player list, then highlight a player to sign and press ✖.
2. Select a salary and length of contract, then submit an offer. The player accepts or rejects the offer.

◇ The team name appears by the player's name in the player list when he accepts your offer.

◇ You can start the bidding or outbid another team by offering more than the current offer. After a player signs with a team, the bidding is over.

CUSTOM LEAGUE

Set up your own custom league of four to eight teams and watch them battle for the championship. In terms of setup, Custom League is similar to a Season.

CUSTOM LEAGUE SETUP BOX

NUMBER OF PLAYERS: Choose 4-8 players.

FORMAT: Choose Round Robin or Double Round Robin.

PLAYOFF TEAMS: Select None, 2, or 4 teams to participate in the playoffs.

CREATED TEAMS: Toggle custom teams OFF or ON.

ROSTERS: Choose DEFAULT, Modified, or Fantasy Draft rosters.

To start a Custom League:

1. Press ✖ to proceed to the League Setup screen after you have finished entering your choices at the Custom League Setup Box.
2. Control Pad ↔ to choose a team for a highlighted player.
3. Control Pad ↕ to change the highlighted player.
4. Press ✖ to enter the highlighted player's name.
5. Press **START** to advance to the Custom League Main menu after entering all player information.

OTHER GAME MODES

Compete in a Tournament, run your team through a tough Practice, set up and conquer a challenging Situation, or take on up to nine friends in a 2 Minute Drill showdown.

TOURNAMENT

Compete in a single or double elimination tournament with playoff-like pressure.

Tournament Setup Box

The Setup box in Tournament mode has these additional options.

TOURNAMENT TYPE: Choose a single or double elimination tournament.

NUM. OF PLAYERS: Play a 4-, 8- or 16-team tournament.

POINT MARGIN: Invoke a mercy rule by setting a point margin differential anywhere from 1 to 99 points. The computer default sets the game without a point margin.

CREATED TEAMS: Play the tournament with created teams ON or OFF.

ROSTERS: Default/Modified/Fantasy Draft

SINGLE ELIMINATION TOURNAMENT

To start a Single Elimination Tournament:

1. Select the teams for the tournament tree, then press ✖ to identify the participating human-controlled teams. Highlight a player and press ✖ to enter his name, then Control Pad ↔ to select a team.
2. To play a game, select Tournament Tree at the Tournament Main menu and press **START** on the desired match-up. The Controller Select screen appears.
3. To simulate, forfeit, or spawn a game, press ✖.

➪ To spawn a game, press ●.

PRACTICE

Get your plays picture perfect or master a new playbook.

Practice Setup Menu

TEAM: Select a team to control.

PLAYBOOK: Choose a playbook from any of the 31 current NFL teams.

PROFILE: Practicing with a player profile is optional.

CONTROL: Control **OFFENSE**, DEFENSE, KICKOFF or KICK RETURN teams.

PLAY INFO: Display the play selection for both the offensive and defensive teams or toggle **OFF** for a full view of the field.

DEFENSE: When controlling the offense, you have the option of running your plays with or without a defense on the field. Default is **ON**.

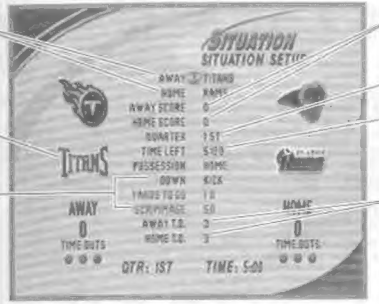
➪ To call a new play, press **R2**.

➪ To re-spot the ball press **L2** and then position it with the D-Button.

➪ To run a play, press ✖.

SITUATION

It's late in the fourth quarter and you're trailing by four. See if you can pull off the win to keep your playoff hopes alive. Or work your way through 15 of the greatest games of all time. Each consecutive win unlocks the next Great Game.



To Select your Situation Settings:

1. Control Pad ↔ to change highlighted setting.
2. Control Pad ↕ to choose new setting to change.
3. Press **START** to advance to the Controller Select screen when finished choosing situation settings. Continue through the User Options screen to start a game as you would in an Exhibition Game (➪ *Starting an Exhibition Game* on p. 8).

2 MINUTE DRILL

In 2 Minute Drill mode you have two minutes to prove you have what it takes to win the game at crunch time. Earn points for big plays. Up to 10 players can participate. After a score, you get the ball back, as long as there is still time on the clock.

To start a 2 Minute Drill:

1. Press **L1** or **R1** to change the number of players.
2. Press **R2** to cycle through defensive teams alphabetically. To go back in the alphabet, press **L2**.
3. Highlight a player and press ✖ to enter his name, then Control Pad ↔ to select a team.
4. Press **START** to get to the field.

EA TIP: If you're faced with a 4th down, kick a field goal to get points and the ball back at the 20.

MADDEN LOCKER ROOM

Step in to the Madden Locker Room to get the scoop on Madden Cards and the NFL Record Book.

MADDEN CARDS

Earn tokens for each Madden Challenge task completed and use tokens to buy Madden Cards. Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums, and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

RATING SYSTEM

There are four categories in which Madden Cards are rated.

POWER: Indicates how "strong" a card is.

VALUE: The number of tokens assigned to a card, based on its rarity.

RARITY: The odds of getting a particular card.

LIFE: Life expectancy of a card (unlimited or once).

CHALLENGE STATUS

TASKS COMPLETED: Percent of tasks completed at a particular level.

TOTAL: Total number of Madden tokens for that user.

USER SELECT: Cycle through and choose one of four User Profiles.

LEVEL SELECT: View one of five Challenge Levels.

TOKEN SCALE TABLE: The number of tokens earned on each skill level for completing a task.

CHALLENGE TASK TABLE: List of tasks for selected level. The token scale has a highlighter box around the particular level a task has been completed at.

CARD BOOK

View the cards you have collected or buy new packs.

To Trade a Madden Card:

1. From the Madden Card Main screen, choose TRADE CARDS. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing **L1/R1**.
3. To scroll through available cards, press Control Pad ↔, then press ✖ to select the highlighted card.
   - ◇ You can include up to three cards in a trade.
4. The second player repeats this process for his/her User Profile.
5. When all cards have been added to the trade proposal, press **START** to initiate the trade. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press ✖.

To Play or Sell a Madden Card:

- ◇ You can sell back a Madden card to recoup tokens.
- ◇ Activate a card to reap its benefits. (Flip a card by pressing ● to see its attributes).

1. From the Card Gallery screen select a card to sell by highlighting it and pressing ✖. The View/Play Card screen appears.
2. Choose either ACTIVATE CARD or SELL BACK CARD and press ✖. The Card Gallery screen reappears. A little blue box appears around current player and cheat cards after they're activated.
   - ⇨ To deactivate a card before the start of a game, select it again in the Card Gallery and press ✖. The View/Play Card screen then gives you the option to deactivate it.

To Risk a Madden Card:

- ◇ Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).

1. From the Controller Select screen, press ✖ to access User Options.
2. Select a User Profile if one is not already in use.
3. Highlight the Madden Cards: Risk option and press ✖. The Risk Cards screen appears.
4. Select a card as you would in a trade and then press **START** to initiate the wager.

5. At the pop-up window confirm that you wish to risk these cards to return to the Controller Select screen.

- ✧ The player who wins the game, wins the cards!
- ✧ If a game is aborted, all bets are off.

➥ To cycle through loaded profiles, press **L1/R1**.

NFL RECORD BOOK

These records can be broken during regular gameplay. A user enters his name at the Pause/End Game menu if he does not have a profile loaded. He cannot enter his name for season or career length records.

INDIVIDUAL: These are actual records set by players in the NFL, during a single game, season, and career.

TEAM: Actual records set by teams in the NFL, during a single game and a season.

COACHING: Records set by coaches throughout their coaching careers.

CUSTOM OPTIONS

Use Custom Options to setup a User Profile, access the Play Editor and adjust your game settings.

USER PROFILES

Keep your created plays and favorite team game-ready along with your stats with a User Profile.

USER PROFILE MENU

The User Profile function allows you to edit playbooks, settings and substitutions. From the User Profile menu, you can select one of three User Profile teams, set your audibles, select your player substitutions, and compare your User Profiles against other user records.

PLAY EDITOR

Create up to six offensive and six defensive plays for your playbook.

To create a play for your User Profile team:

1. Select CREATE PLAY from the Play Editor menu.
2. Select CREATE NEW PLAY from the from the Play Editor menu.
3. Select OFFENSE RUN, OFFENSE PASS, or DEFENSE from the pop-up box.
4. Select a formation and set. The team lines up in formation with a gold highlight under the first player.
5. Select the type of assignment from the available choices.
6. Select the play assignment. A diagram appears for each available assignment.

7. To accept the highlighted player's assignment, press ✖ and move the gold highlight to the next player.
8. Repeat until each player has an assignment and press **START**. The Play Editor menu appears.

➥ To Practice the new play, select RUN CURRENT PLAY.

➥ Select SAVE CURRENT PLAY to save your created play to your user profile.

SETTINGS

GAME SETTINGS: Change game settings including quarter length, salary cap, momentum and more.

CUSTOMIZE AI: Choose normal, aggressive, or conservative strategies for Offense and Defense and determine the balance of running vs. passing.

PENALTY SETTINGS: Set the frequency of penalties called with the penalty sliders.

SOUND OPTIONS: Adjust volume levels for music, sound effects, announcer, and crowd. Also select Dolby™ Surround, stereo, or mono output.

CONTROLLER CONFIG: Choose one of five controller configuration setups. Configuration E is One-Button Mode™.

One-Button Mode allows you to perform a variety of moves with the push of one button. It's a great feature to use when you're just learning the game.

SAVING AND LOADING

Save or load a Franchise, Season, Tournament, Custom League, Settings or a Spawned game.

NOTE: Never insert or remove a Memory Card when loading or saving files.

To save a file:

1. From the Main menu, select MEMORY CARD to get to the Load/Save Game screen.

➥ Press **R1/L1** to switch between MEMORY CARD slots.

➥ Press **R2/L2** to change file types.

2. Highlight SAVE NEW or OVERWRITE and press ✖.

NOTE: You need to select a file and press ✖ a second time when using OVERWRITE.

To load a file:

1. From the Main menu, select MEMORY CARD to get to the Save/Load Game screen.
   - ⇨ Press **R1/L1** to switch between MEMORY CARD slots.
   - ⇨ Press **R2/L2** to change file types.
2. Highlight LOAD and press ✖ to toggle to the list of saved files.
3. Choose your game to load and press ✖.

SPAWNING A GAME

Take one game from a multiplayer Custom League, Franchise, Season, or Tournament, and save it to a MEMORY CARD to play separately on a different PlayStation game console and without the other player(s). The results can then be merged back into the original format.

- ⇨ To spawn a game in Season or Franchise, press ● at the Play Week screen.
- ⇨ To spawn a game in a Tournament or Custom League, press ✖ to bring up the Options pop-up menu and then choose SPAWN from the list of options.

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD–Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD–Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.